

バトル・ウィズアウト・オーナー・オア・ヒューマニティー

TRANS/ARR. SCULLY

♩ = 95

MARIMBA

hardest mllts.
fff

VIBRAPHONE

softest mllts.
ppp *mp* *ppp* *fff*

BASS DRUM I

soft mllt.
LV
mf *ff*

BASS DRUM II

soft mllt.
LV
mf *ff*

PERCUSSION I

hard mllts.
a-la taiko drumming
ff

PERCUSSION II

Sus. Cym.
pp *mf* *pp* *f*

Sus. Cym. w/ stick
to sticks

A

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

sempre accento

sempre accento

Shaker in L hand
Tamb. w/ stick in R hand

China

Anvil

f

ff

f

9

11

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

fff

f

(fff)

Sus. Cym.

sim.

ff

f

China

Anvil

14

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

B

17

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

echo effect

ff

21

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

ff

p < *ff*

B6

E2

Sus. Cym.

p

25 **C**

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

Anvil

f

27

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

Sus. Cym.

fff

f

fff

China

Anvil

ff

f

30

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

mf

Measure 30: MAR. (bass clef) plays a rhythmic pattern. VIBES (treble clef) is silent. BS. I and BS. II (bass clef) play a rhythmic pattern. PERC. I (treble clef) is silent. PERC. II (bass clef) plays a rhythmic pattern.

Measure 31: MAR. (bass clef) continues the rhythmic pattern. VIBES (treble clef) plays a melody. BS. I and BS. II (bass clef) continue the rhythmic pattern. PERC. I (treble clef) is silent. PERC. II (bass clef) continues the rhythmic pattern.

32

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

D

ff

Measure 32: MAR. (bass clef) plays a rhythmic pattern. VIBES (treble clef) is silent. BS. I and BS. II (bass clef) play a rhythmic pattern. PERC. I (treble clef) plays a melody. PERC. II (bass clef) plays a rhythmic pattern.

Measure 33: MAR. (bass clef) continues the rhythmic pattern. VIBES (treble clef) plays a melody. BS. I and BS. II (bass clef) continue the rhythmic pattern. PERC. I (treble clef) continues the melody. PERC. II (bass clef) continues the rhythmic pattern.

34

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

40

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

gliss.

p *ff*

E

ff

ff

China Anvil

42

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

China Anvil

44

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

China Anvil

47

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

China Anvil

sfp *f* *fff*

F

51

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

f

55

MAR.

VIBES

BS. I

BS. II

PERC. I

PERC. II

Sus. Cym.

Gong

China

fff

Detailed description of the musical score: The score is for page 10, measures 55 through 57. The key signature has one sharp (F#). MAR. (Maracas) and VIBES (Vibraphone) have staves with treble clefs and a key signature of one sharp. In measures 55 and 56, they have whole rests. In measure 57, they play chords of eighth notes. BS. I (Bassoon I) and BS. II (Bassoon II) have staves with a double bar line and a slash at the beginning of measure 55. In measure 56, they play eighth-note patterns. In measure 57, they continue their patterns. PERC. I (Percussion I) and PERC. II (Percussion II) have staves with a double bar line and a slash at the beginning of measure 55. In measure 56, they have rests. In measure 57, PERC. I plays a series of eighth notes followed by a Sustained Cymbal (Sus. Cym.), Gong, and China. PERC. II plays a series of eighth notes followed by a China. Dynamics include fff (fortissimo) for BS. I, BS. II, PERC. I, and PERC. II.

バトル・ウィズアウト・オナー・オア・ヒューマニティー

Marimba (Grand Staff)

TRANS/ARR. SCULLY

A

♩ = 95 hardest mllts.

fff

f

12

fff

f

B

16

p *ff*

C

24

ff

f

28

fff

f

This is a musical score for Marimba, written for a Grand Staff (treble and bass clefs) in 4/4 time. The key signature has one sharp (F#). The tempo is marked as ♩ = 95. The score is divided into five systems, each containing two staves. The first system is marked with a box 'A' and includes the tempo and 'hardest mllts.' instruction. It features a series of chords in the right hand and a rhythmic pattern in the left hand, with dynamics *fff* and *f*. The second system starts at measure 12 and continues the rhythmic pattern. The third system starts at measure 16 and includes a box 'B'. The fourth system starts at measure 24 and includes a box 'C', a wavy line indicating a glissando from E2 to B6, and dynamics *p* and *ff*. The fifth system starts at measure 28 and continues the rhythmic pattern. The score ends with a double bar line and repeat dots.

32 **D**

32 33 34 35 36 37 38 39

40 **E**

40 41 42 43 44

gliss

ff

p *ff*

fff

3

45 **F**

45 46 47 48 49

ff

sfp < f

fff

7

7

56

56 57 58 59

バトル・ウィズアウト・オナー・オア・ヒューマニティー

Vibraphone

TRANS/ARR. SCULLY

♩ = 95

softest mllts.

hard mllts.

The musical score is written for Vibraphone in 4/4 time, with a tempo of 95 beats per minute. The key signature is one sharp (F#). The score consists of six systems of music, each with a specific starting measure number and dynamic markings.

- System 1 (Measures 1-11):** Starts with *ppp* and *softest mllts.*. The music features a series of chords and single notes, with a crescendo leading to *mp* and then *ppp*. The system ends with a *fff* chord and a fermata.
- System 2 (Measures 12-19):** Starts with *(fff)*. The music features a series of chords and single notes, with a crescendo leading to *ff*. The system ends with a *fff* chord and a fermata.
- System 3 (Measures 20-28):** Starts with *ff*. The music features a series of chords and single notes, with a crescendo leading to *ff*. The system ends with a *(fff)* chord and a fermata.
- System 4 (Measures 29-37):** Starts with *mf*. The music features a series of chords and single notes, with a crescendo leading to *ff*. The system ends with a *ff* chord and a fermata.
- System 5 (Measures 38-44):** Starts with *ff*. The music features a series of chords and single notes, with a crescendo leading to *fff*. The system ends with a *fff* chord and a fermata.
- System 6 (Measures 45-55):** Starts with *ff*. The music features a series of chords and single notes, with a crescendo leading to *fff*. The system ends with a *fff* chord and a fermata.

The score includes various articulations such as accents, slurs, and fermatas. The dynamics range from *ppp* to *fff*. The music is characterized by a strong rhythmic drive and a dramatic build-up.

バトル・ウィズアウト・オーナー・オア・ヒューマニティー

Taiko Drum I

TRANS/ARR. SCULLY

♩ = 95

soft mlts. LV *mf*

hard mlts. a-la taiko drumming *ff*

A *sempre accento*

11

B

17

C

27

32

D

E

41

47

F

55

fff

The musical score is written on a single staff with a key signature of one sharp (F#) and a time signature of 4/4. The tempo is marked as ♩ = 95. The score begins with a 4-measure rest, followed by a 2-measure rest, and then a series of rhythmic patterns. Dynamics include *mf* (mezzo-forte) and *ff* (fortissimo). Section markers A through F are placed above the staff. The score ends with a final *fff* dynamic marking.

バトル・ウィズアウト・オナー・オア・ヒューマニティー

Taiko Drum II

TRANS/ARR. SCULLY

♩ = 95

soft mllt.
LV

hard mllts.
a-la taiko drumming

A *sempre accento*

11

16 **B** **C**

26

32 **D**

41 **E**

47 **F**

55

mf

ff

fff

The musical score is written on a single staff with a key signature of one sharp (F#) and a time signature of 4/4. The tempo is marked as ♩ = 95. The score begins with a 4-measure rest, followed by a half note with a 'soft mllt. LV' marking and a 'mf' dynamic. This is followed by a 2-measure rest, then a half note with a 'hard mllts. a-la taiko drumming' marking and a 'ff' dynamic. Section A starts with a double bar line and a box labeled 'A', followed by a half note with an accent and a 'sempre accento' marking. The score continues with various rhythmic patterns, including eighth and sixteenth notes, and rests. Section B is marked with a box labeled 'B' at measure 16. Section C is marked with a box labeled 'C' at measure 26. Section D is marked with a box labeled 'D' at measure 32. Section E is marked with a box labeled 'E' at measure 41. Section F is marked with a box labeled 'F' at measure 47. The score ends with a double bar line at measure 55. Dynamics include 'mf' (mezzo-forte), 'ff' (fortissimo), and 'fff' (fortississimo). The 'sempre accento' marking indicates that every note in section A should be accented. The 'a-la taiko drumming' marking suggests a specific style of drumming. The 'LV' marking likely stands for 'Lento' (slow). The 'soft mllt.' marking likely stands for 'soft mezzo-lento' (slowly). The 'hard mllts.' marking likely stands for 'hard mezzo-lento' (slowly). The 'a-la taiko drumming' marking likely stands for 'a-la taiko drumming' (like taiko drumming).

バトル・ウィズアウト・オーナー・オア・ヒューマニティー

Percussion I:

Suspended Cymbal,
Shaker, Tambourine, Gong

TRANS/ARR. SCULLY

$\text{♩} = 95$

Sus. Cym. w/ stick

A Shaker in L hand
Tamb. w/ stick in R hand

B

C

D

E

F

Gong

ff *f* *sim.* *ff* *fff*

The score is written for Percussion I and consists of six systems of music, each starting with a measure number in the left margin. The instruments are indicated by a double bar line with a vertical line through it (H). The first system (measures 1-11) includes a tempo marking of 95 beats per minute and a key signature of one sharp (F#). It features a suspended cymbal part with a stick, marked with *ff* and *f* dynamics, and a shaker/tambourine part marked with *f*. The second system (measures 12-16) continues the shaker/tambourine part with a *sim.* (simile) marking. The third system (measures 17-24) shows the shaker/tambourine part with a *ff* marking. The fourth system (measures 25-28) features a suspended cymbal part with a *ff* marking. The fifth system (measures 29-32) continues the shaker/tambourine part with a *ff* marking. The sixth system (measures 33-40) shows the shaker/tambourine part with a *ff* marking. The seventh system (measures 41-44) features a suspended cymbal part with a *ff* marking. The eighth system (measures 45-48) continues the shaker/tambourine part with a *ff* marking. The ninth system (measures 49-52) features a gong part with a *fff* marking.

Percussion II:
Suspended Cymbal,
China Cymbal, Anvil

Percussion II:
Suspended Cymbal,
China Cymbal, Anvil

Sus. Cym.

Musical score for Percussion 1, featuring various instruments like China, Anvil, and Cymbals, with dynamic markings and rehearsal letters A through F.